15-100 (Kesden/Spring '04)
Exam #1 – Afternoon Edition

1. Please implement a class specification that describes a `LunchMeat` type with the following properties:

    *   The `LunchMeat`'s attributes are its *type*, its net *weight*, in ounces and fractions thereof, the *percentageFat*, and its *pricePerOunce*, in cents. All but the price are required when the `LunchMeat` is created. If the price isn't known at initialization, the `LunchMeat` is presumed to be 32 cents per ounce.
    *   The *price* can be changed any time
    *   All properties can be accessed at any time
    *   The `LunchMeat` should be able to report whether or not it is *lessFatty* than another `LunchMeat` by returning a *true* or *false*.
    *   A `LunchMeat` should be able to return a `String` representation of itself, by overriding the appropriate method from the `Object` class. Hint: Think about how we did this in class.
    *   A `LunchMeat` should be able to report whether or not it has the same set of properties as another `LunchMeat` via a method which overrides the appropriate method of the `Object` class. Hint: Think about how we did this in class.

2. Please distinguish an *object* from a *class*?
3. What is the role of the *constructor* and what about the syntax distinguishes it from a method?